



ASX Stock Market Game



Team LAST
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Meeting Minutes

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We had 2 meetings during the 9th week. Both meetings were conducted via Facebook chat. The first meeting was a status update where we finally got our API able to display data. The second meeting we tested the API by using our search stock function and we compared the data with the Yahoo Finance data which matched perfectly.

Link to this week's Meeting Minutes:

https://github.com/s3487579/Capstone-Project-SMG/blob/master/documentation/Meeting_Week_9.pdf

API Integration

Menu

The API is able to display data now from any symbol that represents a company. For example searching for 'yhoo' would bring up the Yahoo Inc. stock data.

sharemarket

Symbol	Count	Company Name	Volume	Last Trade	Delete
2 BAC	(1)	Bank of America Corporation Com	68133392	23.85	X

Symbol	Count	Company Name	Volume	Last Trade	Delete
2 GOOGL	(1)	Alphabet Inc.	1938260	954.72	X

Symbol	Count	Company Name	Volume	Last Trade	Delete
2 MAN	(1)	ManpowerGroup Common Stock	509139	103.26	X

Symbol	Count	Company Name	Volume	Last Trade	Delete
2 PES	(1)	Pioneer Energy Services Corp. C	2143290	2.8	X

Symbol	Count	Company Name	Volume	Last Trade	Delete
2 ROIC	(1)	Retail Opportunity Investments	990127	20.8	X

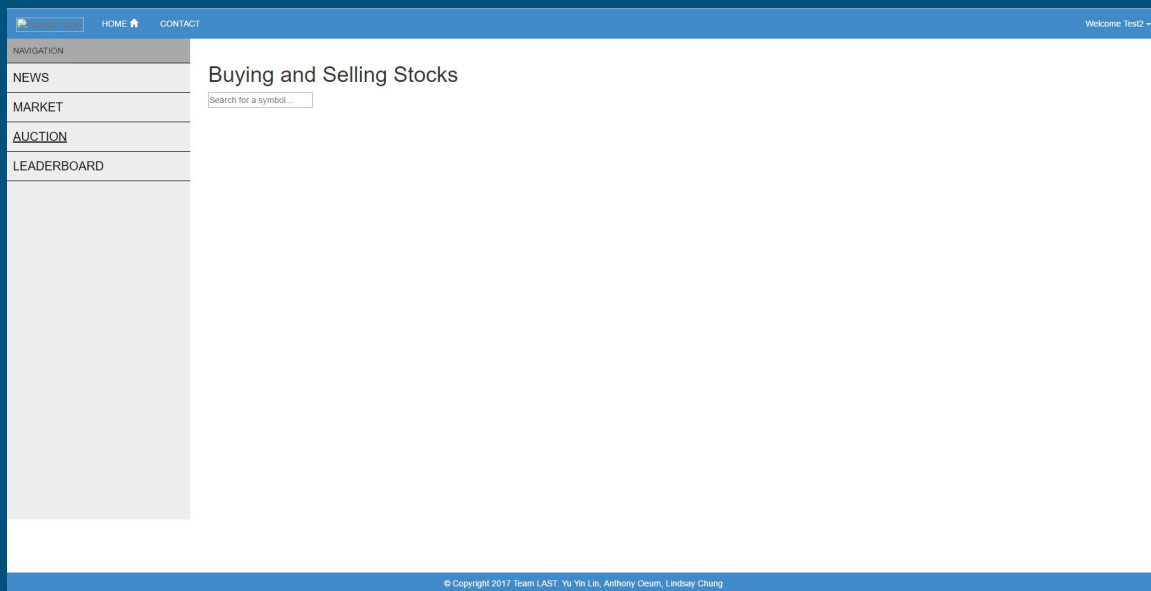
Symbol	Count	Company Name	Volume	Last Trade	Delete
2 TISI	(1)	Team, Inc.	260686	26.15	X

Symbol	Count	Company Name	Volume	Last Trade	Delete
2 YHOO	(1)	Yahoo! Inc.	6208893	48.45	X

Auction page

Menu

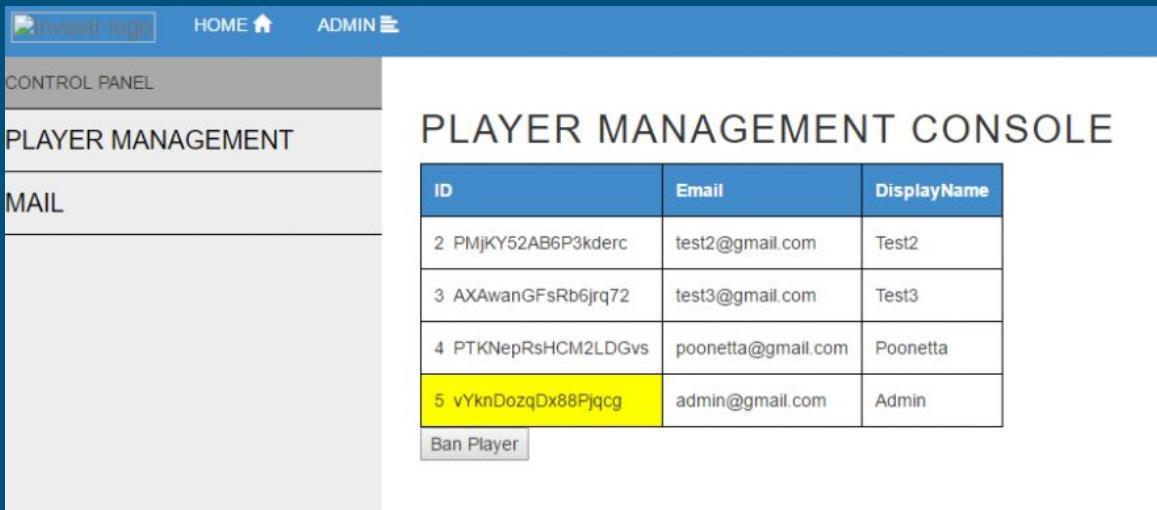
We are currently developing an Auction page where users are able to purchase and sell stocks. At the moment though, we have a standard search bar.



Admin functionality

Menu

The admin now has a player management console where they can ban players which disables their ability to play the game. They are also able to see player details.



The screenshot displays the Admin interface. At the top, there is a navigation bar with a logo, a 'HOME' link with a house icon, and an 'ADMIN' link with a list icon. Below this is a sidebar menu with three items: 'CONTROL PANEL', 'PLAYER MANAGEMENT', and 'MAIL'. The main content area is titled 'PLAYER MANAGEMENT CONSOLE' and contains a table with three columns: 'ID', 'Email', and 'DisplayName'. The table lists five players, with the last one highlighted in yellow. Below the table is a 'Ban Player' button.

ID	Email	DisplayName
2 PMjKY52AB6P3kderc	test2@gmail.com	Test2
3 AXAwanGFsRb6jrj72	test3@gmail.com	Test3
4 PTKNepRsHCM2LDGvs	poonetta@gmail.com	Poonetta
5 vYknDozqDx88Pjqcg	admin@gmail.com	Admin

Ban Player

Github Repository

Menu

We will be using Github as our repository to share our documentation and files for the project publicly to you, allowing you to see our progress.

Link: <https://github.com/s3487579/Capstone-Project-SMG>

Trello Board

Menu

We will be using Trello as a way to keep track of the current progress of the project.

Link: <https://trello.com/b/n4WQC6JZ/stock-market-game>

Additional Notes

[Menu](#)

During this week we mainly focused on debugging the API code and testing the API by using the search stock function. We have successfully got it working which means we can now focus on the other functionalities that are required. We also are regularly making our commits more relevant on our GitHub now.